



PlayStation

PAL



MA15+

MEDIUM LEVEL
ANIMATED VIOLENCE
HORROR THEMES

EVIL DEAD

HAIL TO THE KING™



PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

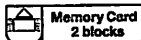
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos.

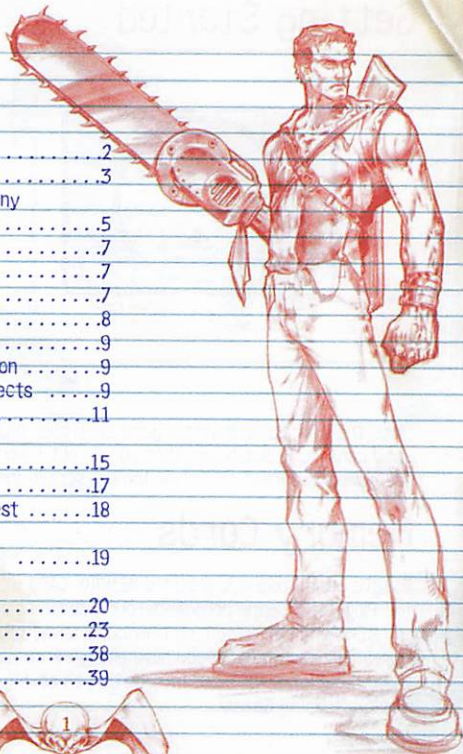
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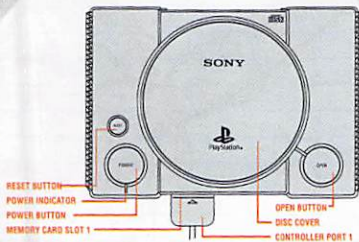
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Getting Started



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the PlayStation game console will be a snap.

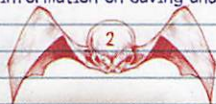
Set up your PlayStation® game console according to the Instruction Manual. Make sure the power is OFF before inserting or removing a disc.

Insert the Evil Dead:
Hail To The King™ disc and

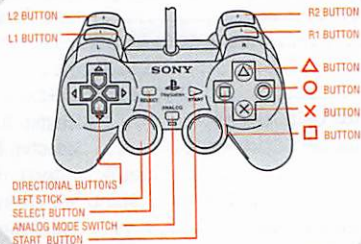
close the Disc Cover. Insert a game controller and then turn ON the PlayStation game console. It is advised that you do not insert or remove peripherals once the power is turned on. Follow the on-screen instructions to start a game.

Memory Cards

To save game progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load saved games from any MEMORY CARD containing previously saved Evil Dead: Hail To The King™ games. Please make sure you have enough free MEMORY CARD blocks before commencing play. For more information on saving and loading games, go to page 17 (Saving/Loading Games).



Controls



Analog Controller (DUALSHOCK) only: Toggle the vibration function ON/OFF by using the Option mode > Vibration setting. The vibration setting is not affected by whether the Controller is in ANALOG mode (LED: Red) or digital mode (LED: Off)

Menu Controls

- Directional button ↑/↓ Move between selections
- ⊗ button Confirm selection
- ⊕ button Back one selection or screen



Game Controls

Left Stick	Relative Movement (walk and rotate in the direction you want to move)
Directional button ↑	Move Forward
Directional button ↓	Jump Back (hold to walk backwards)
Directional button →	Rotate Clockwise
Directional button ←	Rotate Counter-Clockwise
L1 button + directional button → (or Left Stick →)	Sidestep Right
L1 button + directional button ← (or Left Stick ←)	Sidestep Left
○ button	Use/Activate/Confirm
R2 button	Start/Rev Chainsaw
⊗ button	Use Chainsaw
L2 button or ○ button	Turn off Chainsaw
◻ button	Use Left-Hand Weapon
△ button	Ash One-Liner
R1 button + directional buttons	Run (hold and press direction)
SELECT button	Inventory Screen
START button	Pause Game/Options

Finishing Move — During combat with various Deadites, they will fall into a wounded-idle state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press ⊗ button). As it flails around in pain, use your left-hand weapon (press ◻ button) to finish it off complete with a one-liner!



The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence S-Mart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Mortis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umuna something or another." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the...well you get the idea. The images are bad. Brussel sprout bad.

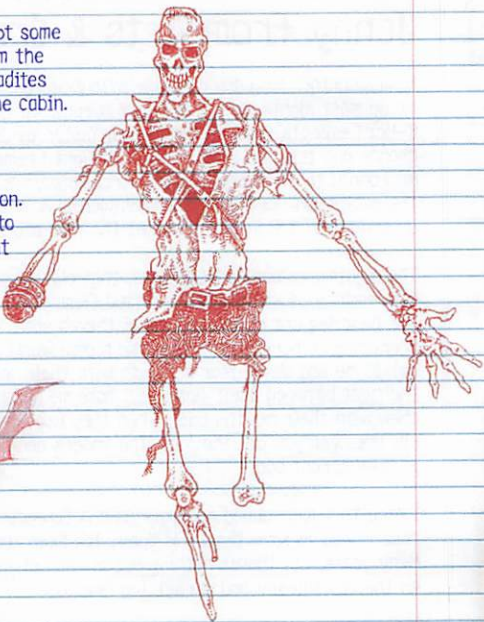
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to



(cont'd from pg 5)

get the motor started. I've kept some left over copies of pages from the Necronomicon, sketches of Deadites and a map of the area near the cabin.

My girlfriend is Jenny,
Assistant Manager of Arts &
Crafts...and the voice of reason.
She's willing to drive me back to
the cabin in the woods so that
I can confront my fears and
take the nightmares head on.
It's gonna be a rough ride...



Main Menu

- ↑/↓ Move between selections
- ⊗ button Confirm selection
- △ button Return to previous screen

New Game

Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.



Load Game

You can load previously saved *Evil Dead : Hail to the King* game by selecting this option to display the Load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the ⊗ button. The saved game will load and you will resume play at the saved location.





Options

Select this to display the Options Screen.
There are four options from which to choose:

Vibration – Vibration – Turn the Analog Controller (DUALSHOCK) vibration function ON or OFF.

Sound Mode – Toggle between STEREO and MONO sound.

Volume – Adjust the sound volume in the game.

Credits – View the credits.

Exit – Return to the Main Menu.

Use the directional button (← or →) or the Left Stick to change the settings.



Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.


Health Bar



On-Screen Game Information

A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.

Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press  button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

Health - Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





Ammo – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.



Blank Tapes – Use these to save your game progress at any Inventory Chest found throughout the game.

Gas Cans – Make sure to collect gas cans to refill your chainsaw with fuel.

Puzzle Pieces – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!

Necronomicon Pages – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.

Journals & Notes – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.



Inventory Screen



Press SELECT to pause the game and display the Inventory Screen, which gives you access to your inventory and other options. Once in the Inventory Screen, press SELECT to return to the game.


Options

In the upper left corner are five options:

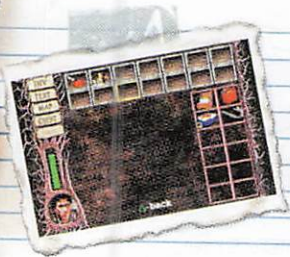
Inv

Select this option to view your current inventory including weapons and items.

Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the directional buttons or Left Stick to select the item of text from the inventory along the top of the screen, then press the  button to display its text.








Map


This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the  button to display your inventory and the contents of the chest. To move an item, select it

using the yellow cursor and press the  button. Then move the blue cursor to the empty slot in which you want to move the item. Press  button to move the item. Hit SELECT or use the Inv option to return to the main Inventory Screen.

Save


You can save your progress to a Memory Card whenever you are at an Inventory Chest and have blank Save Tape in your inventory. Use the directional buttons to move the cursor and select available slot. Press the  button to save the game.


Health Meter


The Inventory Screen has two health indicators for Ash – a meter and a picture of Ash's face. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.



Weapons

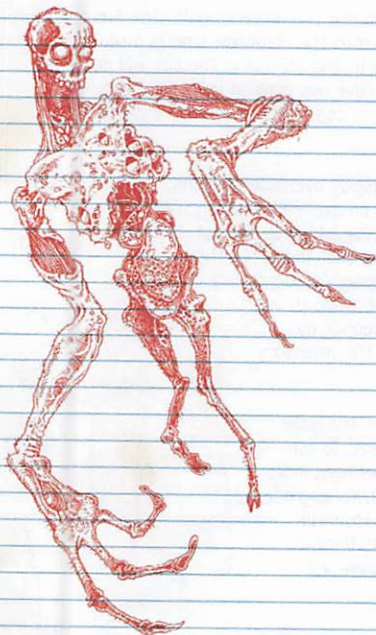
At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the  button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the .


Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the  button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.



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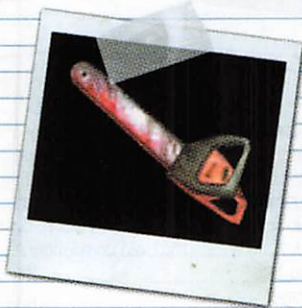
Objects

On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the  button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.



Talk Loudly And Carry A Big (Boom) Stick

There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.



Chainsaw

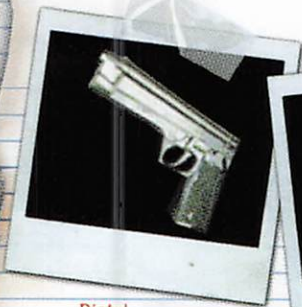
The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.



Axe

Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.





Pistol

This is Professor Knowby's old .45 pistol. Ash starts the game with the pistol in his inventory.



Shotgun

The 12-gauge double-barreled, walnut stocked, cobalt blue steeled, hair-triggered shotgun. Better known as The Boomstick. Holds less ammo but does more damage.




Rifle


This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.

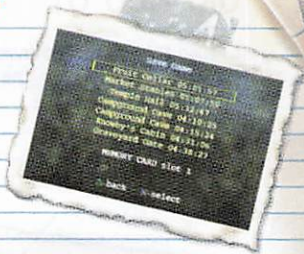


Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.

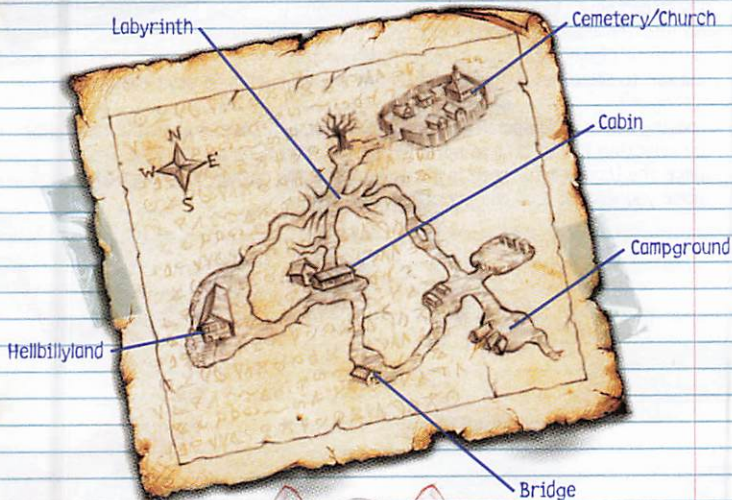
Saving Games - You can save your progress to a MEMORY CARD whenever you are at an Inventory Chest and have blank Save Tape in your inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the  button to save the game.

Loading Games - You can load previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the  button.



Old Map of the Cabin and Forest

I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the bonehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door. That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.



Deadite Drawings from the Necronomicon

Evil Hand

Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.



Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger, but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.





Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.

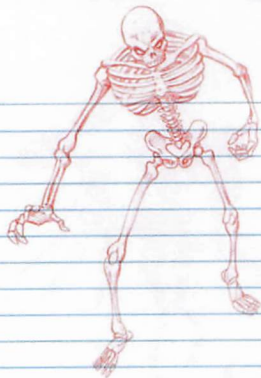
Deadites

Deadites are the drones of the Dark Ones - their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.



Hellbillies

Don't know for sure, but there might be another shack nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.



Skeletons

These boneheads are just what you think they are – soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadites. More unspeakable horrors. Well... unspeakable at least until I run into them...

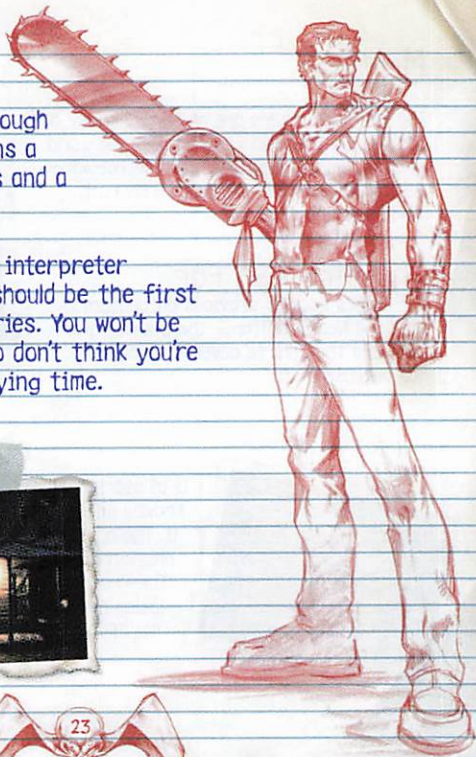


Hint Guide

Introduction

To mark your progress through the game, Evil Dead contains a number of movie sequences and a whole heap of handy clues.

This guide will act as your interpreter throughout the game and should be the first port of call for any enquiries. You won't be told any answers though so don't think you're getting out of serious playing time.

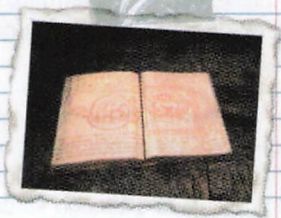


Movies

The Evil Dead movies are an enjoyable way of getting further and further into the world of Deadites and Hellbillys. Use the following descriptions to get the most from each movie sequence.

The Story So Far

Ash thinks back to previous encounters with the Necronomicon - the Book of the Dead and the bizarre adventures he has had because of it.



It all started, he tells us, when Professor Raymond Knowby unearthed the book and started to translate it. The horrors he awoke were evil beyond imagining and totally uncontrollable.

The Professor is killed and Ash barely escapes - losing his hand seemed a small price to pay for his life.





Ash fights the evil every way he can with the help of Annie, daughter of Professor Knowby. Together they manage to open up a vortex and send the evil back. It works - sort of. Annie dies and Ash gets dragged into the 12th Century.

Once again though, Ash manages to set things straight by wiping out the Army of Darkness and returning to his own century just in time to get his old job back (in-housewares) and meet his perfect girl - Jenny.

But it doesn't stop there.

Ash is plagued by nightmares and Jenny urges him to return to the cabin in the woods where it all began...

...and all begins again with Jenny disappearing and the Necronomicon holding all the answers...



Hellbilly House 1

This movie marks the first appearance of Gram who is being held prisoner by her boys - the Hellbillys.

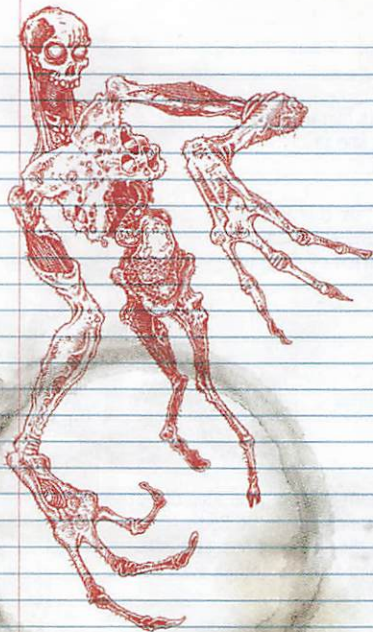
Gram calls out to Ash for help and tells him that her boys have found some pages of a book which they found near the old cabin.



Gram says Ash can take the pages (which are on the wall behind her) IF he helps free her. To do this, Gram believes Ash must find some kind of Amulet.

Warning Ash that her boys could return any moment, Gram points at a discarded key which may or may not be of use.





Hellbilly House 2

Ash returns to Gram's having found the Amulet that will free her.

All Ash wants are his pages but Gram needs him to step closer before the Amulet can work.

And closer still...

...until Gram finally makes her move.



Returning The Dagger To Father Allard

Ash meets up with Father Allard and finds him with Jenny. Father Allard warns Ash to stay away as she is possessed.

Father Allard needs the dagger from Ash as this is the only way to open the vortex and banish the evil. Ash is understandably suspicious about any mention of a vortex but hands over the dagger anyway.



This wasn't such a good idea as Father Allard turns out to be Bad Ash in disguise and has just managed to make things even worse.



Meeting Alzeez

Ash meets up with a man called Alzeez who had been working on translating a part of the Necronomicon which would have given them the power to defeat the Evil.

Alzeez tells him that Bad Ash has the book and Jenny. If Bad Ash is to be defeated, he says, then Ash must help him escape by finding the marketplace and mentioning the white scimitar.



Springing Alzeez

Ash returns to Alzeez and manages to free him. Still suspicious of Alzeez's involvement with the Necronomicon, Ash agrees to help find a way to banish the evil forever.

Alzeez tells Ash that he must find his notes which are stored in the Celestial Temple. Ash must also find a way of shutting down the water in order to clear the passageways.

Before he goes, Alzeez reminds Ash that he is being hunted down by the forces of evil because of his knowledge of the book.



Clues

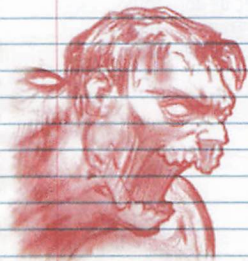
Scattered throughout the game are many clues to help you continue the good fight. Upon finding such clues you should consult this guide.



Knowby's Notes

At the start of the game you'll find Professor Knowby's notes. In them he tells of the disappearance of the Necronomicon pages and indicates a suspicion of a family living in an old shack to the west of the cabin.

Knowby had been working with a priest, Father Allard, but the path to his church has been altered by the Evil. Knowby knows he must find a way back to the church but has so far been unsuccessful.



Modern Moonshiner Magazine

In the Hellbilly house you find a magazine which holds a recipe for a powerful potion. The recipe requires certain ingredients which wouldn't normally go together. The magazine suggests looking around for anything like common mushrooms, plants and even cleaning solutions, paint thinner or fuel.



Hellbilly Journal

In the Hellbilly house you'll find a journal written by one of the Hellbilys. In it, the writer expresses regret at something horrible being done to Gram and tells of finding pages from the Necronomicon.



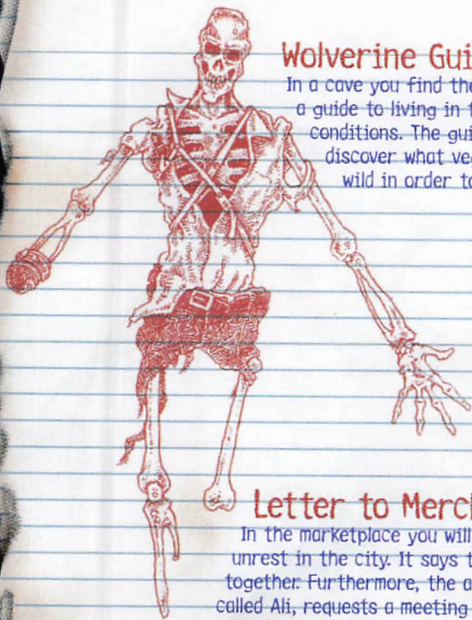
Church Pamphlet

On the archery range you will find a church pamphlet. In it is an invitation to mass at 8am, 10am, 12pm and 5pm. The pamphlet suggests staying for the sermon on "The Nature Of Evil" which will be followed by a juice and cooler mixer.

Wolverine Letter

In the campground you find a letter from Matthew - a young Wolverine - to his parents. The letter mentions the fact the Mr Nugent, the Wolverine Troop Leader, has been acting strange and disappeared in an old, abandoned mine. Other Wolverines have also gone missing there as well.





Wolverine Guide Book

In a cave you find the Wolverine Guide Book. This is a guide to living in the wild in the most extreme conditions. The guide advises explorers to discover what vegetation they can eat in the wild in order to maintain health and stamina.



Letter to Merchant

In the marketplace you will find a letter which tells of unrest in the city. It says that the merchants should band together. Furthermore, the author of the letter, a man called Ali, requests a meeting with Shiraz so that they might discuss these strange events.





Notice Of Execution

On the bars of a jail cell you read a notice that Abdul-Alzeez is to be executed on Wednesday, October 23rd at 11:00 a.m for crimes against the City of Damascus.

Astronomical Notes

In the Celestial Temple you find notes on the study of astronomy. The notes say that the alignment of the planets is crucial in learning the secrets of the universe. They even go so far as to claim that when Earth's most influential celestial bodies are properly aligned, travel between dimensions will become possible. The notes suggest that such a time would be during an Eclipse and that an experiment is scheduled to coincide with the next one.





Student's Journal

A student's journal found in the celestial temple warns that no one should examine the remains of a Dark One. The student says that the only purpose of them now is as a way of guarding some of their more precious items as nobody could survive in the Dark One's presence.

Captain's Log

The Captain's Log which you discover in the armoury, reveals a new type of armour capable of withstanding almost any attack. Its only vulnerability occurs when it undergoes hot-to-cold changes.



Useful Tips

- If you feel a little overwhelmed by Deadites, try throwing out a snappy one-liner or two. It may just do the trick!
- Don't be afraid to put the hurt down on Deadites with a finishing move. You'll find it extra rewarding!
- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!
- If you're running low on supplies, you might just have to take out a few Deadites. Often times the best defense is a good offense!
- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.
- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!



THQ Limited warranty

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability.

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Based on EVIL DEAD

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Bruce Campbell

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Yangki Yoon
Peter Baustaedter

Associate Producer

Rob Loftus

Character Concepts

Carlos Huantes

Compositing

Jason Yanofsky
Scott Chiu

Assistant Producer

Gregg Nakawatase

Heavy Iron Studios

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St. John Colon
Eliot Cail-Sirota

Robert Yang
Bryan Whittaker
Jeff Benoit

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Alison Quirion

General Manager

Steve Gray

Alex Cei
Rob Ostir
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Peter Ramsey
Rpin Suwannath

Associate Product Manager

Greg Donovan

Producer

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Instruction Manual

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Texture Maps & Matte Paintings

Chan Ho Lee
Scott Chiu

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Dan DeLeon
George Erwin
AJ Hernandez

Lead Artist

Robert Yang

Dan Koontz
Tim Ogle
Brian Turner
Mark Vance



Tommy Tallarico
Studios, Inc.

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Joey Kuras

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Todd Dennis
Chris Rickwood
Jack Wall

Orchestrator
Steve Salani

Recorded in Budapest,
Hungary by the
Hungarian National
Symphony Orchestra
and the Budafok
Chamber Choir

Conductor
Imre Kollar

Recording Engineers
Istvan Biller
Botint Biller

Music Produced By
Tommy Tallarico
Forte Music, Los Angeles

Audio Production
Coordinator
Thomas V. Tallarico

Renaissance Pictures
Sam Raimi
Rob Tapert
George Strayton
Ali Rasul
David Pollison
Sue Binder

Digital Banquet
Special Visual Effects

Inferno Compositing
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Post-Production
Services

System Administration
Scott Taylor

WAMINET
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Tim Elliott
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Packaging &
Manual Layout
Axiom Interactive
Design

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Bruce Campbell

Abdul Alzeez
Ron Jones

Father Allard /
Troop Leader
Steve Brodie

Jenny
Erin Ashe

Annie Knowby / Grammy
Lani Minella

Merchant
Ryan Drummond

Guild Members
Frank Caesar
Dan Castle
Ron Jones

Professor Knowby
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Lani Minella

Special Thanks
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Ken Reinstein

All our wives, girlfriends,
husbands, boyfriends,
children and everyone
else who supported us
for the last year!



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